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1 A robust gross-to-fine pattern recognition system

Al-Mouhamed, M.;

Industrial Electronics, IEEE Transactions on , Volume: 48 , Issue: 6 , Dec. 2001

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Member Services - Join IEEE - Establish IEEE Web Account	2 It has bugs, but the games are out of this world [DP industry] Greenstein, S.; Micro, IEEE , Volume: 17 , Issue: 2 , March-April 1997 Pages: 5 - 6 [Abstract] [PDF Full-Text (28 KB)] IEEE JNL	
O- Access the IEEE Member Digital Library	3 The challenge of DVD authoring Nasiopoulos, P.; Ward, R.K.; Otsuka, M.; Digital Signal Processing Proceedings, 1997. DSP 97., 1997 13th International Conference on , Volum 1 , 2-4 July 1997 Pages:311 - 314 vol.1 [Abstract] [PDF Full-Text (352 KB)] IEEE CNF	ne:
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[Abstract] [PDF Full-Text (160 KB)] IEEE CNF

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1 Model-based motion compensated compression for synthetic animations

Chaddha, N.;

Data Compression Conference, 1996. DCC '96. Proceedings , 31 March-3 April 1996 Pages:427

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Information retrieval on the web

Mei Kobayashi, Koichi Takeda

June 2000 ACM Computing Surveys (CSUR), Volume 32 Issue 2

Full text available: pdf(213.89 KB)

Additional Information: full citation, abstract, references, citings, index terms

In this paper we review studies of the growth of the Internet and technologies that are useful for information search and retrieval on the Web. We present data on the Internet from several different sources, e.g., current as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall trends cited by the sources are consistent and point to exponential growth in the past and in the coming decade. Hence it is not surprising that about 85% of Internet user ...

Keywords: Internet, World Wide Web, clustering, indexing, information retrieval, knowledge management, search engine

A digital on-demand video service supporting content-based queries
 T. D. C. Little, G. Ahanger, R. J. Folz, J. F. Gibbon, F. W. Reeve, D. H. Schelleng, D. Venkatesh September 1993 Proceedings of the first ACM international conference on Multimedia

Full text available: pdf(177.72 KB) ps(4.19

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Keywords: applications, content-based retrieval, multimedia databases, temporal data management, video-on-demand

Information organization in multimedia resources

Rick Kazman, John Kominek

November 1993 Proceedings of the 11th annual international conference on Systems documentation

Full text available: pdf(1.23 MB)

Additional Information: full citation, references, citings, index terms

Personal computer adventure games: their structure, principles, and applicability for training Edward Ju, Christian Wagner

April 1997 ACM SIGMIS Database, Volume 28 Issue 2

Full text available: pdf(1.57 MB)

Additional Information: full citation, abstract, index terms

Personal computer adventure games, in which the player assumes the role of a fantasy character to pursue an adventure, have enjoyed enormous popularity and commercial success. Beyond their entertainment value, these games also have an educational value, training users to become better problem solvers in the game domain and probably beyond. In order to understand better this type of game and determine its potential use for managerial training, we analyzed adventure games with respect to three issu ...

Keywords: adventure game, learning, simulation, software development, training

5	The	architecture	of static	hypertexts

Tim Oren

November 1987 Proceeding of the ACM conference on Hypertext

Full text available: pdf(1.57 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper's purpose is to describe how the hypertext technique can make CD-ROM (and other static storage media) a more comfortable environment for human use. I begin by considering implementation issues for hypertext on CD-ROM and surveying currently available products. I suggest desirable goals for the use of hypertext on the static CD medium, and propose that their achievement will follow from a correct choice of conventions of use and construction of the hypertext database. Such ...

Production and maintenance environments for interactive audio-visual stories

Frank Nack, Craig Lindley

November 2000 Proceedings of the 2000 ACM workshops on Multimedia

Full text available: pdf(392.02 KB)

Additional Information: full citation, references, citings, index terms

Programming languages for mobile code

Tommy Thorn

September 1997 ACM Computing Surveys (CSUR), Volume 29 Issue 3

Full text available: pdf(393.65 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

Sun's announcement of the programming language Java more that anything popularized the notion of mobile code, that is, programs traveling on a heterogeneous network and automatically executing upon arrival at the destination. We describe several classes of mobile code and extract their common characteristics, where security proves to be one of the major concerns. With these characteristics as reference points, we examine six representative languages proposed for mobile code. The conclusion ...

Keywords: Java, Limbo, Objective Caml, Obliq, Safe-Tcl, distribution, formal methods, mobile code, network programming, object orientation, portability, safety, security, telescript

Metaphor design in user interfaces

Aaron Marcus

May 1998 ACM SIGDOC Asterisk Journal of Computer Documentation, Volume 22 Issue 2

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Harmony...on an expanding net

Barry Fenn, Hermann Maurer

October 1994 interactions, Volume 1 Issue 4

Full text available: pdf(1.36 MB)

Additional Information: full citation, references, citings, index terms, review

Content oriented relations between text units—a structural model for hypertexts

Rainer Hammwöhner, Ulrich Thiel

November 1987 Proceeding of the ACM conference on Hypertext

Full text available: pdf(1.36 MB)

Additional Information: full citation, abstract, references, citings, index terms

A common feature of various recently developed information systems is the decomposition of linear document structures which are enforced by conventional print media. Instead, a network organization of information units of different forms (textual, graphical, pictorial and even auditive presentation modes may be combined) is provided. Documents organized this way are called "hypertexts". However, two questions arise immediately when an effort is made to build information ...

11 Two-handed virtual manipulation

Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

September 1998 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 5 Issue 3

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We discuss a two-handed user interface designed to support three-dimesional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order to understand why interaction techniques do or do not work, and to suggest possibilities for new techniques, it is important to move beyond point design and to introduce careful scientific measurement of human behavioral principles. In particula ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

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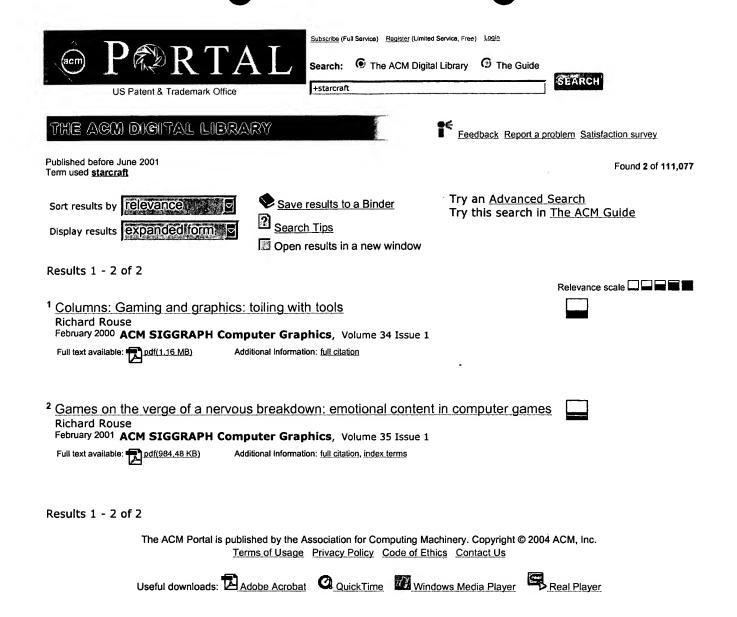
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1 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research

Full text available: pdf(4.21 MB)

Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

The Rendezvous architecture and language for constructing multiuser applications Ralph D. Hill, Tom Brinck, Steven L. Rohall, John F. Patterson, Wayne Wilner June 1994 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 1 Issue 2

Full text available: pdf(3.25 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

When people have meetings or discussions, frequently they use conversational props: physical models, drawings, or other concrete representations of information used to enhance the exchange of information. If the participants are geographically separated, it is difficult to make effective use of props since each physical prop can only exist in one place. Computer applications that allow two or more users to simultaneously view and manipulate the same data can be used to augm ...

Keywords: CSCW, UIMS, constraint maintenance, synchronous groupware

Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available: pdf(9.17 MB)

Additional Information: full citation, references, citings, index terms

Noncommand user interfaces

Jakob Nielsen

April 1993 Communications of the ACM, Volume 36 Issue 4

Full text available: pdf(6.81 MB)

Additional Information: full citation, references, citings, index terms

Paylov: an interface builder for designing animated interfaces

David Wolber

December 1997 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 4 Issue 4

Full text available: pdf(1.09 MB)

Additional Information: full citation, abstract, references, citings, index terms, review



Conventional interface builders provide little support for interactive development of interfaces with application-specific graphics. Some Programming by Demonstration (PBD) systems do provide such support, but none provide full support for demonstrating interfaces, such as those in games, in which the graphics are animated. This article proposes a number of techniques for creating animated interfaces, all of which have been included in an exploratory system, Pavlov. Many of ...

Keywords: animation, programming by demonstration, user interface design environments

Information retrieval on the web

Mei Kobayashi, Koichi Takeda

June 2000 ACM Computing Surveys (CSUR), Volume 32 Issue 2

Full text available: pdf(213.89 KB)

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In this paper we review studies of the growth of the Internet and technologies that are useful for information search and retrieval on the Web. We present data on the Internet from several different sources, e.g., current as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall trends cited by the sources are consistent and point to exponential growth in the past and in the coming decade. Hence it is not surprising that about 85% of Internet user ...

Keywords: Internet, World Wide Web, clustering, indexing, information retrieval, knowledge management, search engine

A software model and specification language for non-WIMP user interfaces

Robert J. K. Jacob, Leonidas Deligiannidis, Stephen Morrison

March 1999 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 6 Issue 1

Full text available: pdf(574.62 KB)

Additional Information: full citation, abstract, references, citings, index terms

We present a software model and language for describing and programming the fine-grained aspects of interaction in a non-WIMP user interface, such as a virtual environment. Our approach is based on our view that the essence of a non-WIMP dialogue is a set of continuous relationships—most of which are temporary. The model combines a data-flow or constraint-like component for the continuous relationships with an eventbased component for discrete interactions, which can enable or diabl ...

Keywords: PMIW, interaction techiques, non-WIMP interface, specification language, state transition diagram, user interface management system (UIMS)

The next generation of interactive technologies

Karen A. Frenkel

July 1989 Communications of the ACM, Volume 32 Issue 7

Full text available: pdf(3.15 MB)

Additional Information: full citation, abstract, citings, index terms, review

From home entertainment to cultural exhibits to educational methodologies to personal computing, interactive technologies could change observers in to participants.

Folk computing: revisiting oral tradition as a scaffold for co-present communities Rick Borovoy, Brian Silverman, Tim Gorton, Matt Notowidigdo, Brian Knep, Mitchel Resnick, Jeff Klann March 2001 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(1.23 MB)

Additional Information: full citation, abstract, references, index terms

In this paper, we introduce Folk Computing: an approach for using technology to support co-present community building inspired by the concept of folklore. We also introduce a new technology, called "i-balls," whose design helped fashion this approach. The design of the i-ball environment is explained in terms of our effort to simultaneously preserve what works about folklore while also using technology to expand its power as a medium for community building.

Keywords: PDA, community, education, face-to-face, folklore, groupware, handheld, mobile computing, social computing, ubiquitous computing

Managing metaphors for advanced user interfaces

Aaron Marcus

June 1994 Proceedings of the workshop on Advanced visual interfaces



Full text available: pdf(740.63 KB)

Additional Information: full citation, abstract, references, citings, index terms

User interface design includes designing metaphors, the essential terms, concepts, and images representing data, functions, tasks, roles, organizations, and people. Advanced user interfaces require consideration of new metaphors and repurposing of older ones. Awareness of semiotics principles can assist researchers in developing more efficient and effective ways to communicate to more diverse user groups.

11 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 Proceedings of the 24th annual ACM SIGUCCS conference on User services

Full text available: pdf(5.73 MB)



Additional Information: full citation, references, index terms

12 The architecture of static hypertexts

Tim Oren

November 1987 Proceeding of the ACM conference on Hypertext

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This paper's purpose is to describe how the hypertext technique can make CD-ROM (and other static storage media) a more comfortable environment for human use. I begin by considering implementation issues for hypertext on CD-ROM and surveying currently available products. I suggest desirable goals for the use of hypertext on the static CD medium, and propose that their achievement will follow from a correct choice of conventions of use and construction of the hypertext database. Such ...

¹³ User technology—from pointing to pondering

Stuart Card, Thomas Moran

January 1986 Proceedings of the ACM Conference on The history of personal workstations

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Additional Information: full citation, abstract, references, citings, index terms

From its beginning, the technology of personal workstations has been driven by visions of a future in which people would work in intimate partnership with computer systems on significant intellectual tasks. These visions have been expressed in various forms: Memex (Bush, 1945), Man-Machine Symbiosis (Licklider, 1960), NLS (Engelbart, 1963), Dynabook (Kay, 1977), and others. The tight coupling between human and computer required by these visions necessitated advances in the ways hu ...

14 Graphical input interaction technique (GIIT)

James J. Thomas, Griffith Hamlin

January 1983 ACM SIGGRAPH Computer Graphics, Volume 17 Issue 1

Full text available: pdf(2.34 MB)

Additional Information: full citation, abstract, references

The contents of this document are the result of intensive discussions among the workshop participants. The names listed by each section are the discussion leaders and principal editors. Without the dedicated enthusiam from all the participants, the ideas presented could not have been formulated.

15 Systematic hypermedia application design with OOHDM

Daniel Schwabe, Gustavo Rossi, Simone D. J. Barbosa

March 1996 Proceedings of the the seventh ACM conference on Hypertext

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Keywords: hypermedia design, interfaces, methodology, modeling, navigation, object orientation

16 Ban the book?: interactive documentation and the writer's responsibility for the human/machine interface

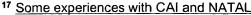
Liora Alschuler, Debra Schneider

October 1988 Proceedings of the 6th annual international conference on Systems documentation

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Richard Gee, Rob McArthur

November 1991 ACM SIGCSE Bulletin, Volume 23 Issue 4

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18 Interactive 3D sound hyperstories for blind children

Maruricio Lumbreras, Jaime Sánchez

May 1999 Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI

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Keywords: 3D sound, audio interface, audio-based navigation, blind children, hyperstory, space representation, virtual acoustic environment

19 ITS: a tool for rapidly developing interactive applications

Charles Wiecha, William Bennett, Stephen Boies, John Gould, Sharon Greene

ACM Transactions on Information Systems (TOIS), Volume 8 Issue 3

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Additional Information: full citation, abstract, references, citings, index terms, review

The ITS architecture separates applications into four layers. The action layer implements back-end application functions. The dialog layer defines the content of the user interface, independent of its style. Content specifies the objects included in each frame of the interface, the flow of control among frames, and what actions are associated with each object. The style rule layer defines the presentation and behavior of a family of interaction techniques. Finally, the style program layer i ...

²⁰ Guidelines for using multiple views in information visualization

Michelle Q. Wang Baldonado, Allison Woodruff, Allan Kuchinsky

May 2000 Proceedings of the working conference on Advanced visual interfaces

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A multiple view system uses two or more distinct views to support the investigation of a single conceptual entity. Many such systems exist, ranging from computer-aided design (CAD) systems for chip design that display both the logical structure and the actual geometry of the integrated circuit to overview-plus-detail systems that show both an overview for context and a zoomed-in-view for detail. Designers of these systems must make a variety of design decisions, ranging from determining lay ...

Keywords: design guidelines, information visualization, multiple views, usability heuristics, user interfaces

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²¹ The Anti-Mac interface

Don Gentner, Jakob Nielsen August 1996 Communications of the ACM, Volume 39 Issue 8

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22 MHEG: an introduction to the future international standard for hypermedia object interchange

Roger Price

September 1993 Proceedings of the first ACM international conference on Multimedia

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²³ Information organization in multimedia resources

Rick Kazman, John Kominek

November 1993 Proceedings of the 11th annual international conference on Systems documentation

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²⁴ A hands-on dataflow architecture/programming course

James T. Canning

May 1991

ACM SIGCSE Bulletin, Volume 23 Issue 2

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The University of Lowell's Department of Computer Science offers a course in data flow programming which provides students with the opportunity to run their programs on an actual, rather inexpensive dataflow machine. Students gain a much deeper understanding of the issues related to line grain parallel processing. The course not only surveys various dataflow architectures and languages, but also involves laboratory assignments where students must design, debug and execule dataflow programs.

25 Distributed cognition: toward a new foundation for human-computer interaction research James Hollan, Edwin Hutchins, David Kirsh

June 2000

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 7 Issue 2 Additional Information: full citation, abstract, references, citings, index terms

Full text available: pdf(123.64 KB)

We are quickly passing through the historical moment when people work in front of a single computer, dominated by a small CRT and focused on tasks involving only local information. Networked computers are

becoming ubiquitous and are playing increasingly significant roles in our lives and in the basic infrastructures of science, business, and social interaction. For human-computer interaction to advance in the new millennium we need to better understand the emerging dynamic of interaction in ...

Keywords: cognitive science, distributed cognition, ethnography, human-computer interaction, research



methodology

26	Decoupled	simulation	in	virtual	reality	y with	the	MR	toolkit
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Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993 ACM Transactions on Information Systems (TOIS), Volume 11 Issue 3

Full text available: pdf(2.65 MB)

Additional Information: full citation, references, citings, index terms

Keywords: interaactive 3D graphics, user interface software

²⁷ Software process modeling and execution within virtual environments

John C. Doppke, Dennis Heimbigner, Alexander L. Wolf

January 1998 ACM Transactions on Software Engineering and Methodology (TOSEM), Volume 7 Issue 1

Full text available: pdf(232.51 KB)

Additional Information: full citation, abstract, references, citings, index terms

In the past, multiuser virtual environments have been developed as venues for entertainment and social interaction. Recent research focuses instead on their utility in carrying out work in the real world. This research has identified the importance of a mapping between the real and the virtual that permits the representation of real tasks in the virtual environment. We investigate the use of virtual environments—in particular, MUDs (Multi-User Dimensions)—in the domain of softwa ...

Keywords: MOO, MUD, PROMO, software process, tools, virtual environments

²⁸ Intelligent graphics

Henry Lieberman

August 1996 Communications of the ACM, Volume 39 Issue 8

Full text available: pdf(1,15 MB)

Additional Information: full citation, references, citings, index terms

Research in music and artificial intelligence

Curtis Roads

June 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 2

Full text available: pdf(2.72 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Although the boundaries of artificial intelligence (AI) remain elusive, computers can now perform musical tasks that were formerly associated exclusively with naturally intelligent musicians. After a historical note, this paper sermonizes on the need for AI techniques in four areas of musical research: composition, performance, music theory, and digital sound processing. The next part surveys recent work involving AI and music. The discussion concentrates on applications in the four areas o ...

³⁰ Visualizing the Internet (panel session): putting the user in the driver's seat

Nahum D. Gershon, Bran Ferren, James Foley, Joseph Hardin, Frank Kappe, William A. Ruh September 1995 Proceedings of the 22nd annual conference on Computer graphics and interactive techniques

Full text available: pdf(322.37 KB)

Additional Information: full citation, references, index terms

31 Charade: remote control of objects using free-hand gestures

Thomas Baudel, Michel Beaudouin-Lafon

July 1993 Communications of the ACM, Volume 36 Issue 7

Full text available: pdf(2.66 MB)

Additional Information: full citation, references, citings, index terms, review

Keywords: augmented reality, hand gesture input, interaction model, remote control



Draft Proposed: American National Standard—Graphical Kernel System

Technical Committee X3H3 - Computer Graphics

February 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue SI

Full text available: pdf(16.07 MB)

Additional Information: full citation

33 Tools for supporting the collaborative process

James R. Rhyne, Catherine G. Wolf

December 1992 Proceedings of the 5th annual ACM symposium on User interface software and technology

Full text available: pdf(994,47 KB)

Additional Information: full citation, abstract, references, citings, index terms

Collaborative software has been divided into two temporal categories: synchronous and asynchronous. We argue that this binary distinction is unnecessary and harmful, and present a model for collaboration processes (i.e. the temporal record of the actions of the group members) which includes both synchronous and asynchronous software as submodels. We outline an object-oriented toolkit which implements the model, and present an application of its use in a pen-based conferencing to ...

34 Windows NT as a personal or intranet server

Larry Press

May 1996 Communications of the ACM, Volume 39 Issue 5

Full text available: pdf(206,20 KB)

Additional Information: full citation, references, index terms

35 Liveboard: a large interactive display supporting group meetings, presentations, and remote

Scott Elrod, Richard Bruce, Rich Gold, David Goldberg, Frank Halasz, William Janssen, David Lee, Kim McCall, Elin Pedersen, Ken Pier, John Tang, Brent Welch

June 1992 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(1.17 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper describes the Liveboard, a large interactive display system. With nearly one million pixels and an accurate, multi-state, cordless pen, the Liveboard provides a basis for research on user interfaces for group meetings, presentations and remote collaboration. We describe the underlying hardware and software of the Liveboard, along with several software applications that have been developed. In describing the system, we point out the design rationale that was used to make various c ...

Keywords: collaboration, cordless stylus, gestural interface, group work, interactive display, large-area display

36 GroupLens: an open architecture for collaborative filtering of netnews

Paul Resnick, Neophytos Iacovou, Mitesh Suchak, Peter Bergstrom, John Riedl October 1994 Proceedings of the 1994 ACM conference on Computer supported cooperative work

Full text available: pdf(1.32 MB)

Additional Information: full citation, abstract, references, citings, index terms

Collaborative filters help people make choices based on the opinions of other people. GroupLens is a system for collaborative filtering of netnews, to help people find articles they will like in the huge stream of available articles. News reader clients display predicted scores and make it easy for users to rate articles after they read them. Rating servers, called Better Bit Bureaus, gather and disseminate the ratings. The rating servers predict scores based on the heuristic that people wh ...

Keywords: Usenet, collaborative filtering, electronic bulletin boards, information filtering, netnews, selective dissemination of information, social filtering, user model

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Parity: The Problem that Won't Go Away - Thornton (1996) (Correct) (2 citations) in a parity mapping always turns out to be the **chance value** of 0.5. This means that it is impossible to exhibited by a parity mapping have `**chance' values**, i.e.that no input/output associations www.cogs.susx.ac.uk/users/christ/papers/parity-here-to-stay.ps

Believing Change and Changing Belief - Haddawy (1996) (Correct) (1 citation) formulas) The present logic can assign any **chance value** to unique events in the future, while events while events in the past are assigned only **chance values** 0 or 1, as required by our definition of ftp.cs.uwm.edu/pub/tech reports/ai/haddawy-3.ps.Z

Stacked Generalization in Neural Networks: Generalization on ... - Ghorbani, Owrangh (Correct) mapping an input onto an output is always the **chance value** of 0.5. In this paper, we examine the mapping an input onto an output is always the **chance value** of 0.5, for instance parity is defined to be a www.cs.unb.ca/profs/ghorbani/ali/./papers/sg-ijcnn01.pdf

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Significance of Locality and Selection Pressure in the Grand.. - Rudolph, Sprave (1996) (Correct) (1 citation) (GDEA)which combines the traditional proportionate selection operator with a self-organizing a canonical way. For each parent to select, a random number is drawn uniformly from [0 1) and the Is11-www.informatik.uni-dortmund.de/people/joe/publications/RSp96.ps

Design of Image Exploring Agent using Genetic Programming - Mario Kppen Bertram (1996) (Correct) www.cs.bham.ac.uk/~rmp/image analysis papers/Koppen-1996.ps.gz

Positional Genetic Programming - Veenman (1996) (Correct) 27 4.6 Parent Selection 28 4.6.1 Fitness Proportionate Selection 28 4.6.2 Linear Selection/ranking 28 35 6.4 Evaluation Errors 35 6.5 Pseudo Random Number Generation 36 6.5.1 The R250 Algorithm 37 www-ict.its.tudelft.nl/~cor/thesis96.ps.qz

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Co-Adaptive Genetic Algorithms: - An Example In (Correct)

than the original fitness, f, in fitness proportionate selection. The effective fitness is given by 1) how such an exploration can give insight into game playing strategies. 2 GA Adaptation Technology the task of finding strategies for two-person game playing or combat with GAs. One approach is to www.cems.uwe.ac.uk/~rsmith/othgray.pdf

Genetic Algorithms and Financial Crises in Emerging Markets - Apoteker, BARTHELEMY (2000) (Correct) www.barth.netliberte.org/ Genetic Algorithms and Financial Crises in Emerging Markets Thierry www.barth.netliberte.org/ia/cefi-sienne2000.pdf

Effects of Finite Populations on Evolutionary Stable Strategies - Ficici, Pollack (Correct) of agents is formed through fitness-proportionate selection-each strategy increases its Abstract A strong assumption made in evolutionary game theory (EGT) 7] is that the evolving population predicted by EGT. They conclude that evolutionary game theory loses its predictive power with finite www.demo.cs.brandeis.edu/papers/efpess_gecco00.ps.gz

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Experiments in Real-Time Decoding of Layered Video - Chang, Bove, Jr. (1995) (Correct) (1 citation) but also enables modification and automated **scene** understanding. We have previously proposed a in any way to the content of the video sequence. **Object**-based, or analysis-synthesis representations that interactive or personalized program material, and **database** searches for on-the-fly assembly of dsmall.www.media.mit.edu/~vmb/papers/chang.ps

The Virtual Internet Gallery (TVIG) - 3D visualization of a.. - Mueller, Neuhold (1998) (Correct) 48 5.2.2 The **scene** construction ftp.icsi.berkeley.edu/pub/techreports/1998/tr-98-039.ps.gz

WAXweb: Toward Dynamic MOO-based VRML - Tom Meyer (Correct) problems of highly-interactive, distributed 3D scenes. So that we can begin to experiment with these One particularly flexible server, MOO (MUD Object-Oriented) is now being widely used by the of WAXweb, a dynamic MOO-based hypermedia database which is being used as a VRML server. We also wilma.cs.brown.edu/research/graphics/research/pub/papers/waxvrml.ps

Multimedia Authoring: A 3D Interactive Visualization Interface.. - Nabil Laya (Correct) some paragraphs and optionally background music a **scene** follows another **scene** a part of an image may synchronization, spatial placement of multimedia **objects** and resource attribution. It is therefore have unpredictable durations (external programs, **database** queries)A specific compound element allows to ftp.inrialpes.fr/pub/opera/publications/HCl95_multimedia.ps.gz

Coordinated Display of Structured Presentations Using .. - Escobar-Molano.. (1996) (Correct) into meaningless scenarios. For example, a chase **scene** between a dinosaur and a jeep filled with consists of a collection of background **objects** and actors (3-D representations) constrained and Simba. With structured presentation, the **database** contains 3-D representations of different usc.edu/pub/csinfo/tech-reports/papers/96-630.ps.Z

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